

## WHAT IS CLAIMED IS:

1. A golf game machine which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which a player character hits a ball in a game field according to a shot power and a hit location of the ball, the shot power being set in relation to a first position of the cursor being moved, the hit location being set in relation to a second position at which movement of the cursor stops, the golf game machine comprising:

a controller having a plurality of control switches for permitting a user to provide a first input, a second input and a third input;

a moving start processing mechanism which receives said first input to the controller and allows the cursor to start moving in response to the first input;

an input receiving mechanism which receives, as said second input to the controller, an input to a first control switch among the plurality of control switches or a second control switch among the plurality of control switches which is different from the first control switch;

a first position determining mechanism which determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives a third input to the controller and determines, as the second position, a

position of the cursor at the time of receiving the third input; and

a second position determining mechanism which determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position.

2. The golf game machine according to claim 1, wherein the second position determining mechanism determines the second position so as to be randomly positioned every time the second input to the second control switch is received by the input receiving mechanism.

3. The golf game machine according to claim 2, further comprising a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character, wherein

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

4. The golf game machine according to claim 3, further comprising an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, the meet area indicating a range of the second position in the gauge within which the hit location is ensured to be in a predetermined range.

5. The golf game machine according to claim 2, wherein the second position determining mechanism randomly determines the second position according to a random number.

6. The golf game machine according to claim 1, further comprising a control-switch image display mechanism which displays on the display device a first image and a second image after the first input is received by the moving start processing mechanism, the first image representing the first control switch, the second image representing the second control switch.

7. The golf game machine according to claim 1, further comprising:  
a spin direction receiving mechanism which receives, as the third input, an input to a third control switch or a fourth control switch which is different from the third control switch, to select a spin direction of the ball;

a first direction setting mechanism which sets, when the input to the third control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a first direction; and

a second direction setting mechanism which sets, when the input to the fourth control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a second direction which is different from the first direction, wherein

the scene in which the player character hits the ball is displayed according to at least the shot power, the hit location, and the spin direction.

8. The golf game machine according to claim 7, further comprising a spin strength receiving mechanism which further receives, after the third input is received by the spin direction receiving mechanism, an input to the third control switch or the fourth control switch as a fourth input, to select a spin strength of the ball, wherein:

the first direction setting mechanism changes a spin strength of the first direction of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism; and

the second direction setting mechanism changes a spin strength of the second

direction of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism.

9. The golf game machine according to claim 8, further comprising a history image display mechanism which displays on the display device, when the second input to the first control switch is received by the input receiving mechanism, a history image showing a history of the control switches inputted as the third and fourth inputs.

10. A golf game machine which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which a player character hits a ball in a game field according to a shot power and a hit location of the ball, the shot power being set in relation to a first position of the cursor being moved, the hit location being set in relation to a second position at which movement of the cursor stops, the golf game machine comprising:

a controller having a plurality of control switches for permitting a user to provide a first input, a second input and a third input ;

a moving start processing mechanism which receives said first input to the controller and allows the cursor to start moving in response to the first input;

a first position determining mechanism which receives a second input to the controller and determines, as the first position, a position of the cursor at the time of receiving the second input; and

a second position determining mechanism which determines the second position so as to be randomly positioned every time the second input is received by the first position determining mechanism.

11. The golf game machine according to claim 10, further comprising a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character, wherein

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

12. The golf game machine according to claim 11, further comprising an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, the meet area indicating a range of the second position in

the gauge within which the hit location is ensured to be in a predetermined range.

13. The golf game machine according to claim 10, wherein the second position determining mechanism randomly determines the second position according to a random number.

14. A golf game machine which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which a player character hits a ball in a game field according to a shot power and a hit location of the ball, the shot power being set in relation to a first position of the cursor being moved, the hit location being set in relation to a second position at which movement of the cursor stops, the golf game machine comprising:

a controller having a plurality of control switches;

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

a first position determining mechanism which receives a second input to the controller and determines, as the first position, a position of the cursor at the time of receiving the second input;

a second position determining mechanism which receives, when the first and second inputs to the control switches present an first input pattern, a third input to

the controller, and determines, as the second position, a position of the cursor at the time of receiving the third input; and

third position determining mechanism which determines, when the first and second inputs to the control switches present a second input pattern which is different from the first input pattern, a given position on the gauge as the second position.

15. A game machine which displays on a display device a gauge and a cursor moving on the gauge, along with a scene in which an object is moved in a game field according to a parameter of a moving distance of the object, which is set in relation to a first position of the cursor being moved, and a parameter of a moving direction of the object, which is set in relation to a second position at which movement of the cursor stops, the game machine comprising:

a controller having a plurality of control switches for permitting a user to provide a first input, a second input, and a third input;

a moving start processing mechanism which receives said first input to the controller and allows the cursor to start moving in response to the first input;

an input receiving mechanism which receives, as said second input to the controller, an input to a first control switch among the plurality of control switches or a second control switch among the plurality of control switches which is different

from the first control switch;

a first position determining mechanism which determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives said third input to the controller and determines, as the second position, a position of the cursor at the time of receiving the third input; and

a second position determining mechanism which determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position.

16. A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller having a plurality of control switches and displaying on a display device a gauge and a cursor moving on the gauge, along with a scene in which a player character hits a ball in a game field according to a shot power and a hit location of the ball, the shot power being set in relation to a first position of the cursor being moved, the hit location being set in relation to a second position at which movement of the cursor stops, allowing the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving according to the first input;

an input receiving mechanism which receives, as a second input to the controller, an input to a first control switch among the plurality of control switches or a second control switch among the plurality of control switches which is different from the first control switch;

a first position determining mechanism which determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives a third input to the controller and determines a position of the cursor at the time of receiving the third input as the second position; and

a second position determining mechanism which determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position.

17. The storage medium according to claim 16, wherein the second position determining mechanism determines the second position so as to be randomly positioned every time the second input to the second control switch is received by the input receiving mechanism.

18. The storage medium according to claim 17, wherein:

the golf game program further allows the computer to function as a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character; and

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

19. The storage medium according to claim 18, wherein the golf game program further allows the computer to function as an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, the meet area indicating a range of the second position in the gauge within which the hit location is ensured to be in a predetermined range.

20. The storage medium according to claim 17, wherein the second position determining mechanism randomly determines the second position

according to a random number.

21. The storage medium according to claim 16, wherein the golf game program further allows the computer to function as a control-switch image display mechanism which displays on the display device a first image and a second image after the first input is received by the moving start processing mechanism, the first image representing the first control switch, the second image representing the second control switch.

22. The storage medium according to claim 16, wherein the golf game program further allows the computer to function as:

a spin direction receiving mechanism which receives, as the third input, an input to a third control switch or a fourth control switch which is different from the third control switch, to select a spin direction of the ball;

a first direction setting mechanism which sets, when the input to the third control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a first direction; and

a second direction setting mechanism which sets, when the input to the fourth control switch is received by the spin direction receiving mechanism, the spin direction of the ball to a second direction which is different from the first direction,

wherein

the scene in which the player character hits the ball is displayed according to at least the shot power, the hit location, and the spin direction.

23. The storage medium according to claim 22, wherein:

the golf game program further allows the computer to function as a spin strength receiving mechanism which further receives, after the third input is received by the spin direction receiving mechanism, an input to the third control switch or the fourth control switch as a fourth input, to select a spin strength of the ball;

the first direction setting mechanism changes a spin strength of the first direction of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism; and

the second direction setting mechanism changes a spin strength of the second direction of the ball depending on when the input to the third control switch is received by the spin strength receiving mechanism and when the input to the fourth control switch is received by the spin strength receiving mechanism.

24. The storage medium according to claim 23, wherein the golf game

program further allows the computer to function as a history image display mechanism which displays on the display device, when the second input to the first control switch is received by the input receiving mechanism, a history image showing a history of the control switches inputted as the third and fourth inputs.

25. A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller having a plurality of control switches and displaying on a display device a gauge and a cursor moving on the gauge, along with a scene in which a player character hits a ball in a game field according to a shot power and a hit location of the ball, the shot power being set in relation to a first position of the cursor being moved, the hit location being set in relation to a second position at which movement of the cursor stops, allowing the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

a first position determining mechanism which receives a second input to the controller and determines, as the first position, a position of the cursor at the time of receiving the second input; and

a second position determining mechanism which determines the second

position so as to be randomly positioned every time the second input is received by the first position determining mechanism.

26. The storage medium according to claim 25, wherein:

the golf game program further allows the computer to function as a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one condition selected from the group consisting of circumstances of the ball, a golf club selected by a player, and characteristics of the player character; and

the second position determining mechanism determines the second position so as to be randomly positioned within the range set by the range setting mechanism.

27. The storage medium according to claim 26, wherein the golf game program further allows the computer to function as an area display mechanism which displays on the display device a random area and a meet area, along with the gauge, the random area indicating the range set by the range setting mechanism, the meet area indicating a range of the second position in the gauge within which the hit location is ensured to be in a predetermined range.

28. The storage medium according to claim 25, wherein the second position determining mechanism randomly determines the second position according to a random number.

29. A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller having a plurality of control switches and displaying on a display device a gauge and a cursor moving on the gauge, along with a scene in which a player character hits a ball in a game field according to a shot power and a hit location of the ball, the shot power being set in relation to a first position of the cursor being moved, the hit location being set in relation to a second position at which movement of the cursor stops, allowing the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

a first position determining mechanism which receives a second input to the controller and determines, as the first position, a position of the cursor at the time of receiving the second input;

a second position determining mechanism which receives, when the first and second inputs to the control switches present a first input pattern, a third operation

to the controller, and determines, as the second position, a position of the cursor at the time of receiving the third input; and

third position determining mechanism which determines, when the first and second inputs to the control switches present a second input pattern which is different from the first input pattern, a given position on the gauge as the second position.

30. A storage medium having stored thereon a game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller having a plurality of control switches and displaying on a display device a gauge and a cursor moving on the gauge, along with a scene in which an object is moved in a game field according to a parameter of a moving distance of the object, which is set in relation to a first position of the cursor being moved, and a parameter of a moving direction of the object, which is set in relation to a second position at which movement of the cursor stops, allowing the computer to function as:

a moving start processing mechanism which receives a first input to the controller and allows the cursor to start moving in response to the first input;

an input receiving mechanism which receives, as a second input to the controller, an input to a first control switch among the plurality of control switches

or a second control switch among the plurality of control switches which is different from the first control switch;

a first position determining mechanism which determines, when the second input to the first control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and receives a third input to the controller and determines, as the second position, a position of the cursor at the time of receiving the third input; and

a second position determining mechanism which determines, when the second input to the second control switch is received by the input receiving mechanism, a position of the cursor at the time of receiving the second input as the first position, and determines a given position on the gauge as the second position.